

**Q-N-LINE** systems  
presents

\$34.95  
32K DISK  
ATARI 400/800  
MACHINE LANGUAGE

# muskattack

1981 DERRICK GROSS

by John Harris  
author of JAWBREAKER  
Original Music Score by Martin Jaquish

QNL



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by John Harris

**RAT ALLEY** is infamous among the legions of the plumber. Rumor has it that extremely large rodents live in the maze of tunnels that make up the area. The last plumber that ventured into **RAT ALLEY** disappeared without a trace. (The only clues they found as to his demise were a hard hat bent to look like Mickey Mouse ears, and a pipe wrench with a bite out of it.)

You are Larry Bain, ace Plumber, of Rodent Rooter plumbing service. Your job is to install pipe through the many levels of **RAT ALLEY**.

**MOUSKATTACK** is an unbeatable blend of quick thinking arcade action for one or two players.

## Features

- ☐ Full joystick control.
- ☐ Quick Moving Color Graphics.
- ☐ Original Musical Score.
- ☐ 100% Machine Language

**Q-N-LINE** systems

36575 MUDGE RANCH ROAD • COARSEGOLD, CA 93614 • 209 683 6858

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## to begin play

1. Remove cartridges from slots.
2. Connect Joystick(s)
3. Place Diskette in Drive 1
4. Power up system.
5. Press "START" key to begin the game.

## how to play MOUSKATTACK

You are Larry Bain, ace Plumber, of Rodent Rooter plumbing service. Your job is to install pipe through the many levels of RAT ALLEY.

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As protection against these overgrown mice, you have been given two cats and two mouse traps (standard Rodent Rooter issue). You thought that they would help against the rats but, SURPRISE, the rats are even bigger than you thought they were. The traps you've got only hold the rats for a very few seconds before they destroy them (your best bet is to try to hit the rats in the head with a pipe while they're stuck) and you're only given a few for each level, so try and catch as many rats as you can in each trap. The measly little cats you have are so scared they won't even move. Luckily, the cats scare most the rats away.

The cats don't scare away Super rats unfortunately. Those egomaniac mice have big S's on their red chests' so you can tell what they are from a mile away. Super rats eat cats. WHOLE! The only way to save the pitiful little felines is to pick them up and carry them while you see these attack rats come through the area.

All these problems with running from rodents has made you nervous. Never before have you laid so many bad pipes. Well, such things are expected when you do your piping on the run, but you've still got to go back and fix the bad pipe. (A leaky pipe is a no-no). Fixing them isn't hard, but there is sometimes a large problem with finding exactly which pipe is flawed.

The head office at Rodent Rooter has been very helpful through this whole mess. They've increased your supply of traps, for the duration of the project and they're pretty good about replacing cats when a Super rat has gobbled yours. The cats and traps are dropped in the center of the maze periodically. If you don't get them within a few minutes of delivery they will be picked back up.

Head office also offers a bonus for each rat you kill in the line of duty and a special bonus if you catch multiple rats in a trap.

## two player MOUSKATTACK

(To play this mode, press the select key.) Rodent Rooter does not hold an exclusive contract on the RAT ALLEY piping project. Peter Pipefitter of Peters Piping Service is also brave enough (or crazy enough) to plumb RAT ALLEY. Competition is fierce and dirty tricks are becoming common place between you and he. Each of you has trained your cats to attack the other so you've got to steer clear of Peters cat (and he has to steer clear of yours). Since dead rats are worth money, you've also started raiding each others traps. Its a dog eat dog world out there.

Who will make the most money in RAT ALLEY? Who will survive?

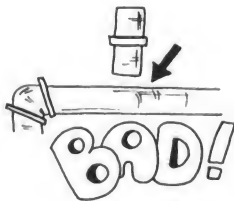
### mousha movement

Movement of your plumber is controlled by Joystick. To pick up a trap or cat, press joystick button while over the item. To drop the item, press the button again.

### mousha points



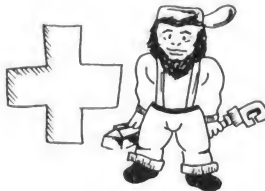
worth 10 points



(no points)



200,400,800 points



Every two screens

From

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